

# Lone Wolf Club Newsletters

## Newsletter #7

**Joe Dever** is the creator of the bestselling Lone Wolf adventure books and novels. He is the creator and editor of the original Lone Wolf Club Newsletters that were published between 1985–96.

**Gary Chalk** is the main illustrator of the early Lone Wolf Club Newsletters.

**Brian Williams** is the main illustrator of the later Lone Wolf Club Newsletters.

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**Contributors** for Project Aon Editions

This project would have been impossible without the helpful contributions of:

**David Davis** – allowing scanned copies to be made of his near-complete collection of Lone Wolf Club Newsletters.

**Paul Haskell** – providing better quality scans of artwork taken from the books.

**Simon Osborne** – creator and maintainer of this document.

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Scans of the original newsletters have been edited so that many faded illustrations have been coloured consistently black. In some instances, this has resulted in a higher quality output than found in the originals.



## NEWSLETTER No. 7

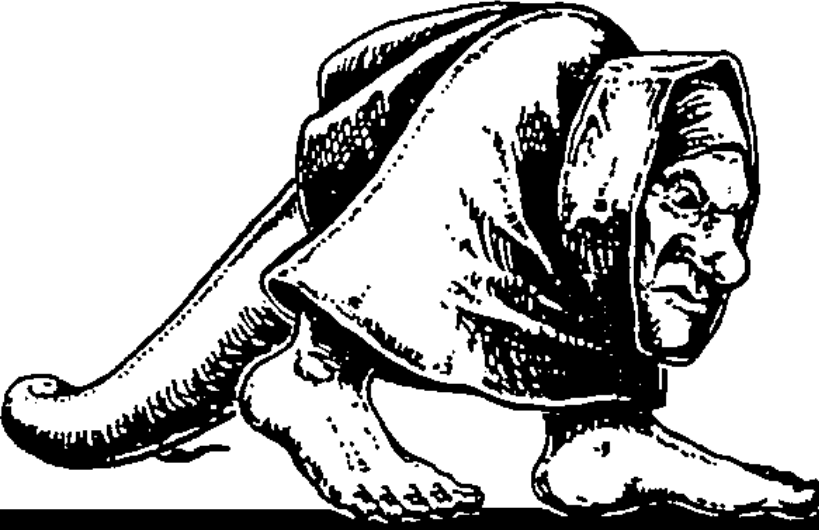
CASTLE DEATH WINS THE 1986  
BEST SOLO GAMEBOOK OF THE YEAR AWARD

We'd like to say a big thank you to all the LONE WOLF CLUB MEMBERS who came to the Beaver Books' stand at the recent GAMES DAY '86 convention, and to everyone who voted for 'Castle Death' in the annual White Dwarf magazine games awards.



This is the second year running that Lone Wolf has won this coveted prize, and you can be sure that with your continued support we shall be working hard to make it a hat-trick in 1987!





# Monastery Mailbag

A SELECTION OF LETTERS  
FROM LONE WOLF FANS

Please could you tell me more about the history of the Seal of Hammerdal, and explain why it is the one treasure that Durenor does not want returned?

(Andrew Seymour, Manchester)

The Seal of Hammerdal was the ring of office worn by King Alin I of Durenor at the time of Darklord Vashna's defeat at the Maakengorge. It was given as a mark of the eternal alliance between Sommerlund and Durenor. It is the one treasure that the Durenese would not want returned because its return would signify one of two things: either the end of the alliance between the two countries, or, as is the case in the book 'Fire on the Water', a major invasion of Sommerlund that warrants the return of the Sommerswerd in order to defeat the Darklord invaders.

\*\*\*\*\*

How old is Lone Wolf during 'The Kingdoms of Terror'?

(Richard Morgan, Oldham)

The following list shows the date and the age of Lone Wolf during each of the first eight Lone Wolf adventures:

<u>BOOK</u>	<u>DATE</u>	<u>LONE WOLF'S AGE</u>
1	MS 5050	15
2	MS 5050	15
3	MS 5051	16
4	MS 5054	19
5	MS 5055	20
6	MS 5058	23 *
7	MS 5059	24
8	MS 5060	25

\*\*\*\*\*

In entry no. 318 in 'The Chasm of Doom', who was the man tied to the stake?

(Alan Cathcart, Dunbarton)

This unfortunate person was Karl Vanalund, the eldest son of Oren Vanalund—the Baron of Ruanon. He was murdered by Barraka's men when the castle (shown in the background) fell to his attack.

\*\*\*\*\*

Is the 'Dagger of Vashna', taken from the Bandit Leader Barraka at the Maakengorge, usable as a weapon?

(Ben Robards, Kent)

Yes, if you possess this Special Item you may use it as an ordinary Dagger in combat. Kai Masters may find it interesting to note for future use that the Dagger of Vashna could prove to be a valuable piece of equipment to take with them on the quest for the Lorestone of Tahou in Lone Wolf book 9—'The Cauldron of Fear' . . . you have been warned!

\*\*\*\*\*

IF YOU HAVE ANY HINTS, TIPS, QUESTIONS, OR COMMENTS ABOUT THE LONE WOLF SERIES, SEND THEM TO:

LONE WOLF CLUB  
BEAVER BOOKS  
BROOKMOUNT HOUSE  
62-65 CHANDOS PLACE  
COVENT GARDEN  
LONDON WC2N 4NW



Can you keep Backpack Items in safekeeping at the Kai Monastery?

(Colin Johnson, Nottingham)

Yes, if you wish to leave any surviving Backpack Items in safekeeping at the end of an adventure, you can do so. When beginning the next quest, you are given a selection of new equipment which you may then supplement with any of the items you previously held. Many readers have written to point out that they now have a huge selection of Special Items discovered during the course of their adventures, and that carrying all these goodies seems a little unrealistic. In response to this valid point, a new rule comes into effect in Lone Wolf 8, limiting the number of Special Items you can carry. The new limit is 12 Special Items; all others you may have must be left in safekeeping. A tip for all Kai Masters—don't take your full quota of 12 items with you when you begin an adventure; leave enough room for any you may find en route, otherwise you will have to sacrifice some in favour of others. The recommended number to start with is eight. Also, purely for the sake of accuracy, the term 'safekeeping at the Kai Monastery' in fact means leaving some items with the Elder Magi at Elzian, which features as Lone Wolf's base of operations during the Magnakai quest.

\*\*\*\*\*



What is the answer to the problem in entry no. 100 in 'Castle Death'?

(David Bell, Scotland)

'My daughter has many sisters, as many sisters as she has brothers, but each of her brothers has twice as many sisters as brothers. So answer me this, wise warrior, how many sons and daughters do I have?'

The answer is 3 SONS and 4 DAUGHTERS= entry no. 34.

How many days are there between each Club Newsletter?

(Stuart Nazer, Welling)

There are five Club Newsletters each year including the New Year's Special and the Summer Special. The newsletters are sent to members every ten weeks.

\*\*\*\*\*



Somewhere along my adventures I was asked for my Badge of Rank. What does this item look like?

(Clifford Goh, Northold, Middx)

Badges of Rank were given to the Kai Lords during their training at the Kai Monastery. These badges took the form of cloak clasps worn at the right shoulder. The Badge of Rank given to Lone Wolf during 'The Chasm of Doom' was that of a 'Guard Captain of Rangers', a badge shaped like a horse's head embroidered in red thread and worn on the right sleeve. Below are the ten cloak badges awarded to Kai Lords whilst they study the basic Kai Disciplines.

NOVICE



INTUITE



DOAN



ACOLYTE



INITIATE



ASPIRANT



GUARDIAN



WARMARN



JOURNEYMAN



SAVANT



MASTER



# News from the Monastery

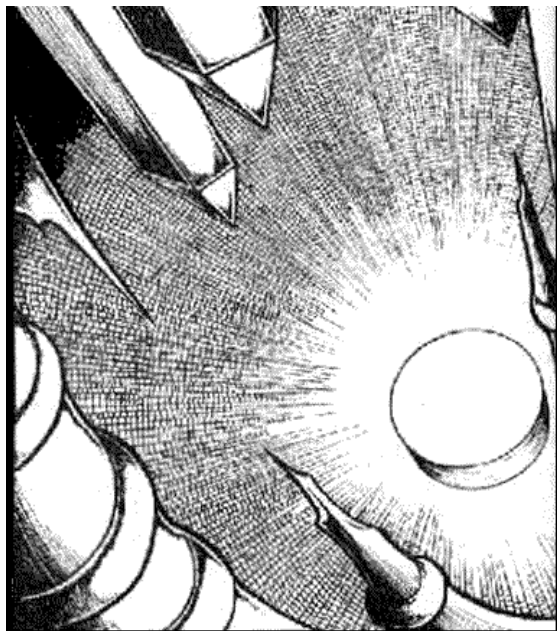
In response to many letters from Club Members requesting a preview of the next Lone Wolf adventure, we've decided to whet your appetites with the 'Story so far' section of

## "THE JUNGLE OF HORRORS"

### The Story So Far

You are the warrior, Lone Wolf, last of the Kai Masters of Sommerlund and sole survivor of the massacre that destroyed your kinsmen during a bitter war with your age-old enemies, the Darklords of Helgedad.

Many centuries have passed since Sun Eagle, the first of your kind, established the Order of the Kai. Aided by the magicians of Dessi, he completed a perilous quest to find seven crystals of power, known as the Lorestones of Nyxator. On discovering them he unlocked a wisdom and strength that lay within both the Lorestones and himself. He recorded the nature of his discoveries and experiences in a great tome entitled The Book of the Magnakai. You have discovered this lost Kai treasure and have given a solemn pledge to restore the Kai to their former glory, ensuring the security of your land in the years to come. However, your diligent study of this ancient book has enabled you to master only three of the ten Magnakai Disciplines. To fulfil your pledge you must complete the quest first undertaken by Sun Eagle over one thousand years ago and find the Lorestones of Nyxator. By doing so, you, too, will acquire the power and wisdom of the Magnakai, which is held within the Lorestones' crystal forms.



Already your quest has taken you far from your northern homeland. Following in the footsteps of the first Kai Grand Master, you journeyed to Dessi and sought the help of the Elder Magi, the magicians who aided Sun Eagle on his quest long ago. There you learned that one of the seven Lorestones was still present in their land, hidden deep within the island stronghold known as Kazan-Oud—Castle Death. In the years since Sun Eagle first came to Dessi, the fortress of Kazan-Oud had become the abode of a great but evil sorcerer called Zahda. The Elder Magi, realizing the danger of Zahda's increasing power, attempted to destroy Kazan-Oud, but they failed. In desperation they constructed a prison of energy around the fortress to prevent Zahda from ever escaping. Steadily, however, his power grew and the people of Dessi lived in fear of the day when he would break free and wreak his vengeance upon them. When you resolved to enter Kazan-Oud to retrieve the Lorestone, the Elder Magi rejoiced, for the success of your quest would bring about the destruction of Zahda and put an end to the bane that had haunted Dessi for hundreds of years.



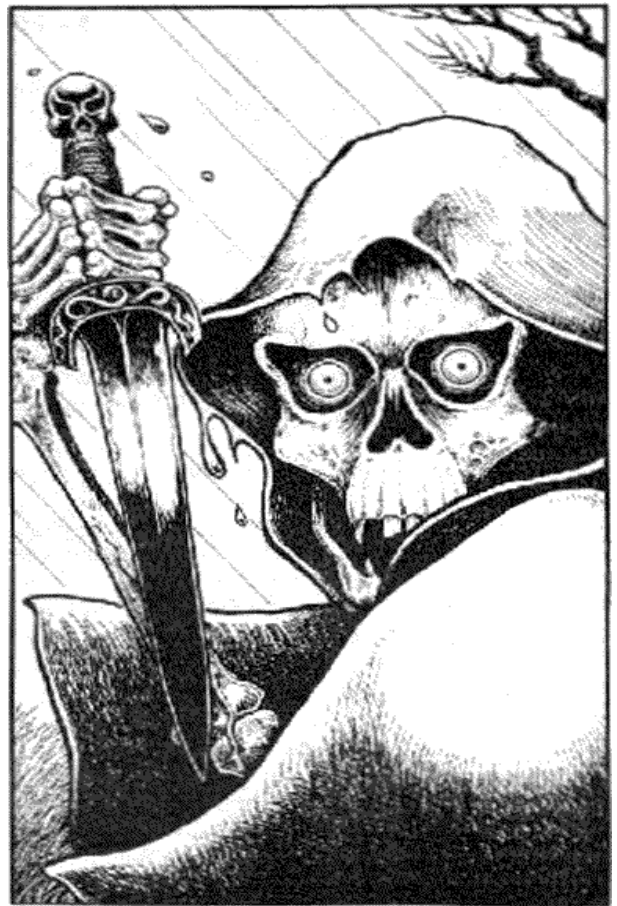
You survived the perils of Castle Death and emerged triumphant, achieving that which the Elder Magi had believed to be impossible. During the victory celebrations held in your honour you learned that for centuries the Elder Magi had been expecting your coming. An ancient Dessi legend tells of the birth and rise to greatness of two *koura-tas-kai* ('sons of the sun').

One was named *Ikar*, which means 'eagle'; the other was called *Skarn*, which means 'wolf'. A prophecy foretold that the *koura-tas-kai* would come from the north to seek the council of the Elder Magi in order that they might fulfil a great quest. Although separated by several centuries, they would share one spirit, one purpose and one destiny—to triumph over the champions of darkness in an age of great peril.

At the Temple of Truth in Elzian, the magnificent capital city of Dessi, the Elder Magi prepared you for the next stage of the Magnakai quest. Lord Rimoah, the speaker of the High Council, tutored you in the ancient histories of Magnamund, and you received lessons in lore that you would have learned from the Kai Masters if only they had survived the attack by the murderous Darklords of Helgedad.



The Lorestone you must find now lies hidden in a temple in the centre of a jungle-swamp known as the Danarg. In ancient times this huge area, once the crater of a massive volcano, was controlled by a powerful lord of evil called Agarash the Damned. The Elder Magi defeated him in a war that lasted one thousand years and, in the wake of his destruction, they turned the Danarg crater into a rich and fertile paradise, the perfect setting for their most sacred place of worship—the Temple of Ohrido.



The Danarg flourished until a great plague befell the Elder Magi and decimated their race. They were forced to abandon the Danarg and seek refuge in Dessi. Slowly the Danarg was consumed by a creeping mire, which swallowed or poisoned all healthy forms of life. The crater became a sanctuary for a host of evil creatures who thrived in the fetid waters and fought for control of the treacherous shifting mud flats. Many came from the barren hills of Ogia, but many more awoke from lairs deep beneath the crater where they had lain dormant since the defeat of their master, Agarash the Damned, eight thousand years ago.

Now the time for study has passed and the time for swift action has arrived. Grim news from the west prompts the Elder Magi to cease their counselling and arrange for your immediate passage to the Danarg. In the Darklord city of Helgedad a civil war has raged for five years following your defeat of Haakon, Archlord of the Black City. Now, a new lord sits upon the throne of Helgedad—Darklord Gnaag of Mozgôar.

'The Darklords are united behind their new leader,' reports Lord Rimoah solemnly to his fellow elders of the High Council. 'And they are hungry for conquest and revenge. Their strength grows with each passing day. We dare delay no longer.'

Silently the members of the High Council rise from their seats and turn to face you. No sounds reach your ears, yet the words of their blessing fill your mind.

'May the gods Ishir and Kai protect you on your journey into darkness, *Kor-Skarn*.'

# The Kai Konnection



The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: MARK HOLM  
Age: 10  
Address: England  
Hobbies: Chemistry, computers (Electron), gamebooks.  
Wants a boy pen-pal who collects gamebooks and has an interest in computers (esp. Electron).

Name: MARC PERICHO  
Age: 13  
Address: Eire  
Hobbies: Lone Wolf, Tolkien, RPGs, Dragon, White Dwarf, reading.  
Would like a pen-pal (boy / girl) aged 13–15 with similar interests.

Name: GLENN WELLINGTON  
Age: 13  
Address: New Zealand  
Hobbies: All sports, war & gamebooks.  
Would like a pen-pal (boy / girl) with similar interests.

Name: RONNIE ROBERTSON  
Age: 10  
Address: Scotland  
Hobbies: Coin collecting, animals, D&D, AD&D, drawing, writing.  
Would like a pen-pal (boy / girl) aged 8–12.

Name: MARTIN TURLEY  
Age: 16  
Address: England  
Hobbies: Gamebooks, drawing, insect spotting, heavy metal.  
Would like a boy / girl pen-pal with an interest in heavy metal.

Name: BRYAN CHAMBERS  
Age: 13  
Address: England  
Hobbies: Lone Wolf, D&D, all types of gamebooks, RPGs.  
Would like a boy / girl pen-pal with similar interests.

Name: JOHN FARMER  
Age: 14  
Address: England  
Hobbies: Lone Wolf, Grey Star, FF, fishing, swimming, computers.  
Would like a boy pen-pal aged 13–15 with similar interests, willing to teach D&D.

Name: PAUL FRESHWATER  
Age: 14  
Address: England  
Hobbies: Cinema, football, computing, Lone Wolf, pop music.  
Would like a girl pen-pal with a good sense of humour. Photo with first letter please.

Name: BRUCE McALEER  
Age: 13  
Address: England  
Hobbies: Programming on a Spectrum 48K, swimming, painting Lone Wolf figures.  
Wants a boy pen-pal in nearby area if possible, about the same age and has most (if not all) of the Club Newsletters.

Name: PAUL JOHNSON  
Age: 17  
Address: England  
Hobbies: Tolkien, Shannara Trilogy, D&D, Lone Wolf & Grey Star, writing, painting miniatures, Sherlock Holmes.  
Would like a pen-pal (boy / girl) with similar interests and a good sense of humour.

Name: JOHNNY LAST  
Age: 12  
Address: England  
Hobbies: Gamebooks, gamebooks, gamebooks, gamebooks & football!  
Wants a boy pen-pal aged about 12 with similar interests.

## Kai Konnection Form:

NAME: .....

ADDRESS: .....

..... AGE: .....

YOUR HOBBIES / INTERESTS .....

.....

TYPE OF PEN-PAL YOU WOULD LIKE .....

.....

.....

Fill in this form in BLOCK CAPITALS please, and send it to:

LONE WOLF CLUB (KK), 62–65 Chandos Place, London, WC2N 4NW

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).



# The Companion Postscript

## The Vaderish/Aluvian Nations

### THE PROTECTORATE OF CINCORIA

Established in the year MS 1199 as a religious refuge from the doctrines of the Grand Duchy of Kasland, Cincoria prospered and grew in strength under the leadership of the first Margrave. But with the coming of the Nael, Cincoria found herself drawn into a succession of bitter conflicts with the warlike Klarnorians. Much of her southern territory, including the gold-rich Klann Mountains, was lost to the enemy. Were it not for the unexpected aid of Kasland, Cincoria would undoubtedly have suffered total defeat during these wars.



### THE KINGDOM OF DELLEN

Ever since the building of Luyen in MS 1862, the rulers of Delden have found themselves at war with neighbouring kingdoms, each of whom have at some time laid claim to rightful ownership of that city. The Knights of the Owl, an alliance of embittered nobles outlawed in their native lands, established Delden from land won in wars with Magador and Eldenora during the Age of the Black Moon. The knighthood disintegrated soon after the War of the Lorestone, and the crown of Delden was claimed by the House of Naumon, former rulers of Eldenora.

### THE UNIFIED PRINCIPALITIES OF ELDENORA

The rich timber-valleys and silver mines of Eldenora attracted the settlement of Vaderish and Aluvian migrants from southern Magnamund. Jealously the first of these settlers guarded their land, forcing later migrants to continue northwards into Slovia and Salony. Distrust and envy, ugly but common traits among Eldenorians, led them into many wars with their neighbours and into civil strife amongst themselves. It remains an unstable country in the hands of ruthless and selfish princelings.

Introducing a new feature of the Lone Wolf Club Newsletter which contains information designed to supplement *The Magnamund Companion*.



### THE PRINCIPALITY OF ERU

The climate and terrain of Eru is harsh and inhospitable; were it not for the abundance of natural resources, the Vaderish pioneers would have undoubtedly moved on to a more agreeable land. Mining settlements suffer repeated attacks from the creatures of the Hellswamp, and lightning raids by Drakkarim renegades of the Hammerlands. Prince Graygor and his small army are unable to defend their border from attacks that are destroying their land.

### THE DUKEDOM OF HALIA

In the year MS 1306, Duke Saldor the Recanter rebelled against the League of the Sword and exiled himself to the forested hills of Halia. Many disgruntled knights followed him into exile and pledged themselves to his cause. A brief campaign was fought and lost by the League, after which the outlawed realm of Halia became a sanctuary for those seeking an escape from the austerity of Ilion.

### THE LEAGUELANDS OF ILION

Ilion was once part of Lencia until the Vaderian Knights of the Sword were granted independence in MS 1294. The fertile grasslands that surround Feravan are well known for the wild white horses that live there. They are long-lived and intelligent creatures, much prized by the League for their ability to understand the languages of men. A strong alliance exists between Ilion and Talestria, and the Knights of the League form a regiment of cavalry in the army of Queen Evaine.



# The Giak Word List 2

ADDITIONAL GIAK WORDS FOR USE WITH THE MAGNAMUND COMPANION LIST

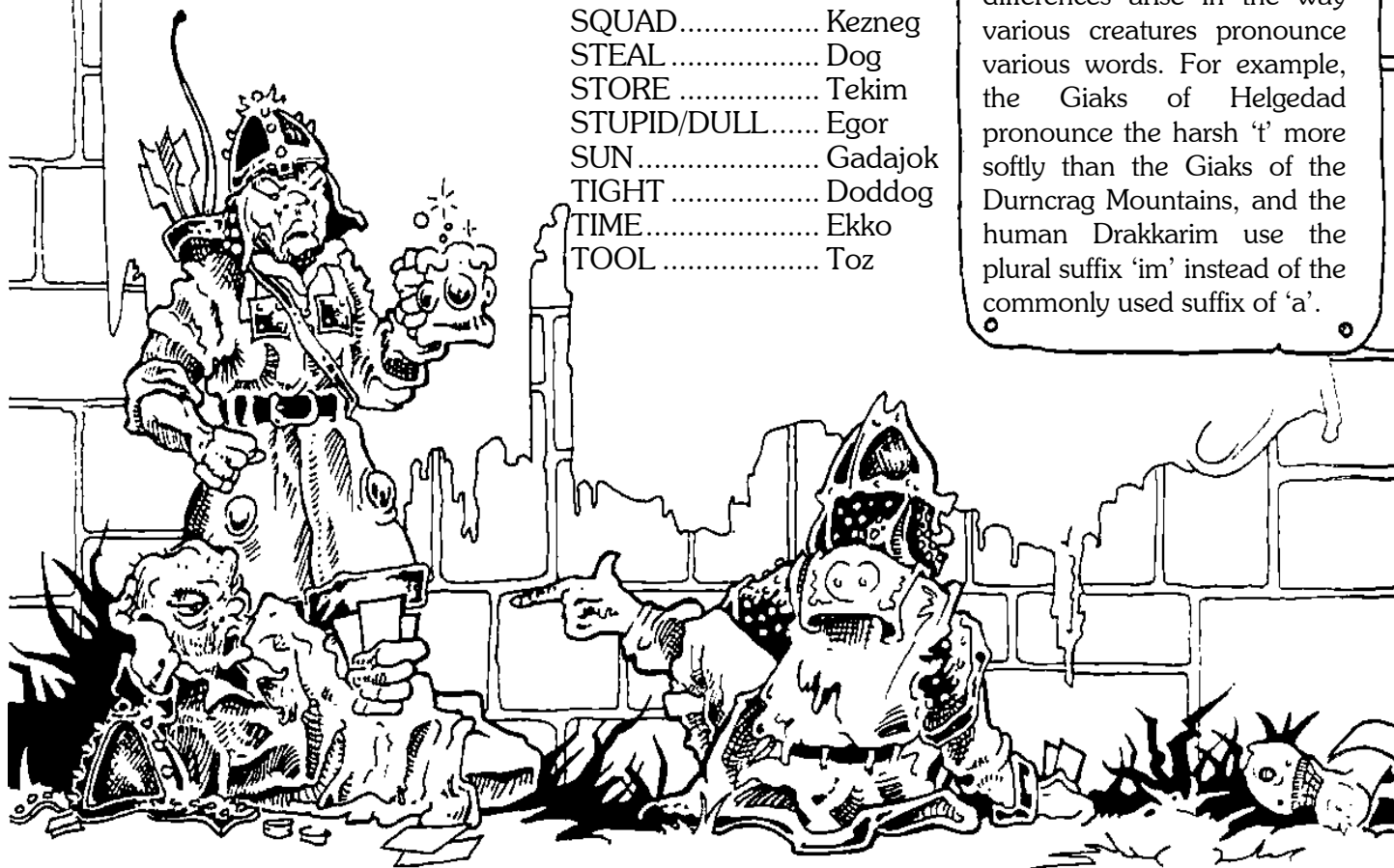
ANGER/ANGRY ... Ganiak  
 ARMOUR ..... Zaggan  
 ARROW ..... Dulag  
 AXE ..... Darg  
 BOAT/SHIP ..... Muzar  
 BOOK ..... Zad  
 BOW ..... Tuk  
 CHEAT ..... Noza  
 CLOAK ..... Nozosh  
 COMPANY ..... Nadarog  
 COURAGE ..... Rugga  
 COWARD ..... Odogon  
 DIG ..... Nar  
 DOOR/GATE ..... Etaar  
 END ..... Zoz  
 FEMALE ..... Zizi  
 FLANK ..... Nartag  
 FLY ..... Dikoz  
 GOING ..... Naka  
 GRASS ..... Zika  
 HELP ..... Niz

JACKET/COAT ..... Tugga  
 KEY ..... Ruz  
 MAGIC/SPELLS ... Jigi  
 MARCH ..... Tak  
 MIX ..... Shushum  
 MOON ..... Dajdok  
 MOUNTAIN ..... Ritzag  
 OLD ..... Jet  
 PATH/TRACK ..... Adog  
 PROBLEM ..... Ketki  
 PUNISHMENT ..... Ekug  
 RING ..... Ditka  
 ROAD ..... Agna  
 SADDLE ..... Togtar  
 SERGEANT ..... Kordak  
 SHALLOW ..... Kaat  
 SHIELD ..... Danak  
 SIT ..... Dandon  
 SLEEP ..... Jat  
 SMOKE ..... Kokog  
 SPECIAL ..... Enoza  
 SPY ..... Dik  
 SQUAD ..... Kezneg  
 STEAL ..... Dog  
 STORE ..... Tekim  
 STUPID/DULL ..... Egor  
 SUN ..... Gadajok  
 TIGHT ..... Doddog  
 TIME ..... Ekko  
 TOOL ..... Toz

TREE ..... Koson  
 VEGETABLE/  
 HERB ..... Zug  
 WARN ..... Rigi  
 WASTE ..... Tezna  
 WAY ..... Tuztor  
 WIND ..... Duga  
 WINDOW/  
 PORTAL ..... Zogak  
 WINE ..... Jogg

## INDIRECT TRANSLATION

Giak is sprinkled with indirect translations, otherwise known as dialects. The use of the language is widespread, and differences arise in the way various creatures pronounce various words. For example, the Giaks of Helgedad pronounce the harsh 't' more softly than the Giaks of the Durncrag Mountains, and the human Drakkarim use the plural suffix 'im' instead of the commonly used suffix of 'a'.





## THE PASSING OF THE SHIANTI

An epilogue to the first GREY STAR series  
by IAN PAGE

And so it was that the shame of the Shianti was absolved. With the defeat of the Wytch-king, Shasarak, the renegade Shianti Master, the Shadakine Empire he had built fell. The Shadakine people fled back to their former home in the Sadi Desert, and Grey Star—the champion of the Shianti cause—was proclaimed ‘Wizard Regent’ of the free peoples of the old empire, to oversee a time of rebirth and liberty. The only Shadakine who did not return to the Sadi Desert was the Lady Tanith. She and Grey Star were soon married, as many foretold they would, to form the founding line of a magiocracy destined to rule the new confederation of free states formed from the ashes of the old empire. For the Shianti themselves a higher destiny dawned. The Goddess Ishir came to them on the Isle of Lorn and took them up to the Plane of Light. Their reward was to dwell as immortals by her side and in her service in peace and serenity.

The Wizard Grey Star saw them once before they departed and many fond and sad farewells were exchanged. To Grey Star was bequeathed the nature of true Shianti wisdom, the last of their ancient magical secrets which only a lifetime’s study would unlock from the hundreds of dusty volumes, scrolls, and magical artifacts. The Moonstone was given into the care of the Shianti and taken with them into the Plane of Light, for still its power was too great to remain on Magnamund.

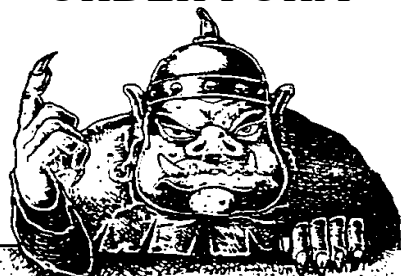
Grey Star then returned to his people. Sado of the Long Knife was made general of the army, King Samu had his lands in the Lissan Plain restored to him, and Urik the Wise of the Kundi peoples was summoned to act as advisor to the Wizard Regent and Lady Tanith the Wytch-Queen. Despite his newfound responsibilities and duties, Grey Star looked forward to a time of hope and happiness. In this far corner of Magnamund, at least for now, peace reigned.

And so ends the chronicle of the first quest of the Wizard

# GREY STAR



## ORDER FORM



### POSTAGE & PACKING CHARGES

No. of books	UK/BFPO	FOREIGN
1	0.32p	0.60p
2	0.45p	0.70p
3	0.64p	0.80p
4	0.72p	£1.15
5	0.76p	£1.40
6	£1.15	£1.60
7 or more	£1.42	£1.80

#### PLEASE NOTE:

All remittance must be in Sterling in a form that can be drawn on an English bank or post office without incurring a charge.

LONE WOLF CLUB MEMBERS have the EXCLUSIVE opportunity to purchase individual titles, or complete sets, in the Lone Wolf / Grey Star/ Combat Heroes series, signed by author JOE DEVER.

TITLE	COST	No. REQ'D	TOTAL
LONE WOLF 1: Flight from the Dark	£1.95		
LONE WOLF 2: Fire on the Water	£1.95		
LONE WOLF 3: The Caverns of Kalte	£1.95		
LONE WOLF 4: The Chasm of Doom	£1.95		
LONE WOLF 5: Shadow on the Sand	£1.95		
LONE WOLF 6: The Kingdoms of Terror	£1.95		
LONE WOLF 7: Castle Death	£1.95		
GREY STAR 1: Grey Star the Wizard	£1.95		
GREY STAR 2: The Forbidden City	£1.95		
GREY STAR 3: Beyond the Nightmare Gate	£1.95		
GREY STAR 4: War of the Wizards	£2.25		
THE LONE WOLF ADVENTURES: A deluxe hardback omnibus edition containing Lone Wolf Books 1 & 2.	£7.95		
COMBAT HEROES 1: The White Warlord	£2.25		
COMBAT HEROES 2: The Black Baron	£2.25		
THE MAGNAMUND COMPANION: An encyclopaedia of the world of Lone Wolf.	£6.95		
SUB-TOTAL			
POSTAGE			
TOTAL			

Send your order to: **LONE WOLF BOOK OFFER,**  
**Beaver Books, 62-65 Chandos Place, London, WC2N**  
**4NW, England.**

If you wish to keep your newsletter intact, copy or photocopy this order form and enclose it with your remittance.



NAME: \_\_\_\_\_

ADDRESS: \_\_\_\_\_

\_\_\_\_\_

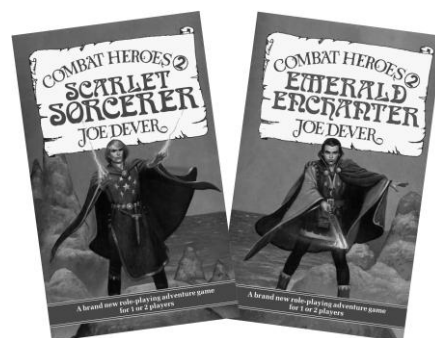
Postcode: \_\_\_\_\_



NEW RELEASES . . . ORDER NOW . . .



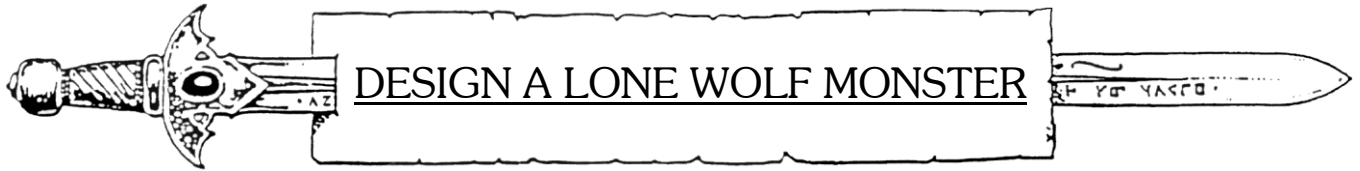
Forthcoming new releases in the COMBAT HEROES and LONE WOLF series will be available to LONE WOLF CLUB MEMBERS on the day of publication. In order to receive your copies, signed by their author JOE DEVER, just fill in the form below and send it, together with your cheque or postal order (made payable to the LONE WOLF CLUB) to the address above.



		Cost	No. Req'd	TOTAL
COMBAT HEROES 2: The Scarlet Sorcerer	3 <sup>rd</sup> Dec. '86	£2.50		
COMBAT HEROES 2: The Emerald Enchanter	3 <sup>rd</sup> Dec. '86	£2.50		
LONE WOLF BOOK 8: The Jungle of Horrors	15 <sup>th</sup> Jan. '87	£1.95		

No UK/BFPO members please add 0.60p per book to their order.

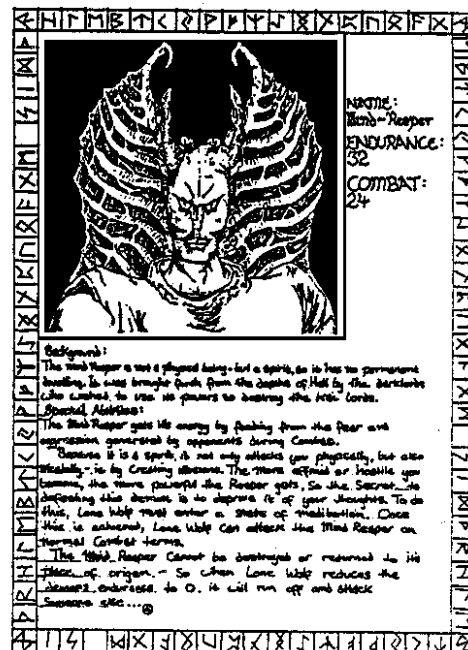
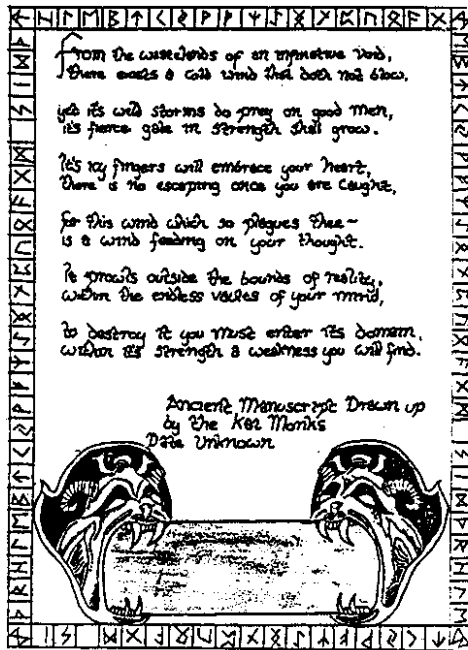
# SUMMER SPECIAL RESULT COMPETITION



The response to the Summer Special 'Design a Lone Wolf Monster' competition was amazing. Hundreds of entries were sent in and the majority were of a very high standard indeed. It took several days to arrive at a short-list of the eight best competitors, and out of these eight finally emerged—

## THE WINNER

ADRIAN ONN (Age 17) of St. Albans, Herts.



Congratulations to Adrian whose MIND-REAPER will be appearing in a forthcoming Lone Wolf adventure (probably Lone Wolf Book 10), together with an acknowledgement of his contribution which will be printed in every edition of the book—worldwide! Also, in recognition of the high standard of entries received, a special commendation is made to the following Kai Lords—

### THE SHORT-LIST

SPYX – Carl Rylett  
 PLEXIS – Luke St. Claire-Smith  
 MAZ-RIL – Marios Panayiotou  
 GENON ZENADRANDRA – Clifford Goh  
 COBRAXOS – Malcolm Fraser  
 CHLOROCTOPLASM – Ian Utley  
 DOSNARKI – Christopher Illson



### THE ORDER OF MERIT

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# The Magnamund Companion

COMPETITION ENTRY FORM

## MEGA-QUIZ

Following the publication of 'The Magnamund Companion', and last issue's KAI MASTER QUIZ, this issue we're challenging you to answer another fifteen mega-tough questions, but this time they are based on information contained in 'THE MAGNAMUND COMPANION'. All you have to do is answer the questions correctly, in the spaces provided, fill in your name, address and Kai rank, and send the entire form to the club, c/o the address shown below.

All entries must be submitted no later than 13<sup>th</sup> March 1987. Any received after this date will not be counted so be sure to get your entry in as soon as possible. The winner and runners-up will be notified by post no later than 1<sup>st</sup> April 1987.

THE PRIZE: The first correct entry, drawn at random from those received by the closing date, will win a SHARP EL-344 SOLAR POWERED CALCULATOR with an 8-digit display, 44 conversion functions and a wallet. The next three correct entries will win personally dedicated photos framed and signed by Joe Dever.

1. WHAT IS THE SHOG'AASH OF LAKE GHARGON? .....
2. IN THE KAI MONASTERY, WHAT ROOM IS DIRECTLY BELOW THE LORE-HALL OF FIRE? .....
3. FOR WHAT PURPOSE DID ZAGARNA BUILD FORTS IN THE DURNCRAG RANGE? .....
4. HOW MANY SOLDIERS ARE THERE IN A 'CHARGE'? .....
5. WHAT IS THE NAME OF DARON'S SISTER? .....
6. IN WHAT YEAR WAS HOLMGARD BUILT? .....
7. ON WHICH RIVER IS THE CITY OF SالدOR SITUATED? .....
8. WHO IS THE FAMOUS BROTHER OF THE BARON OF TYSO? .....
9. HOW MANY COTTAGES ARE THERE IN STONEFURROW? .....
10. WHAT DOES 'ODNENGA AK' MEAN? .....
11. WHAT DO XAGHASH EAT? .....
12. WHICH COUNTRY BORDERS ILION, KAUM, AND LUNARLIA? .....
13. NAME THE TWO GULFS AT EITHER END OF THE TENTARIAS .....
14. WHAT CITY LIES 320 MILES DUE EAST OF FIRINA? .....
15. WHICH COUNTRY WAS ONCE KNOWN AS NORTHERN LENCIA? .....

NAME..... KAI RANK.....

ADDRESS .....

.....

..... POSTCODE .....

Send your completed entry to: THE LONE WOLF CLUB (CT), Beaver Books,  
Brookmount House, 62-65 Chandos Place, London, WC2N 4NW, England

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21 August 2009

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